

SUTHERLAND
SHIRE FOOTBALL
ASSOCIATION



**RULES AND GUIDELINES
FOR THE CONDUCT OF

MINIROOS GAMES
INCLUDING
UNDER 11 COMPETITION GAMES**

2014

**RULES AND GUIDELINES FOR THE CONDUCT OF
MINIROOS FOOTBALL GAMES AND EVENTS**

Non Competition for Under 6 to Under 10 – Competition for Under 11

The following MiniRoos Rules apply to the conduct of the Association MiniRoos - Under 6, 7, 8, 9, 10 and 11 years games and events.

Note that the Rules listed below are contained in the Competition Rules but also apply to MiniRoos Football:

RULE 2	- CLUB UNIFORMS	RULE 4	- REGISTRATION OF PLAYERS
RULE 6	- TEAM GRADING	RULE 9	- PUBLISHED DRAW
RULE 12	- MATCH SHEETS	RULE 30	- GROUND CONTROL

Managers and Coaches of MiniRoos teams should be aware of the six (6) Rules shown above in addition to the MiniRoos Rules which follow. See your Club Secretary if requiring clarification of Rules 2, 4, 6, 9, 12 and 30

POLICY OF S.S.F.A. FOR THE CONDUCT OF MINIROOS FOOTBALL GAMES

It is the Policy of the Association for all MiniRoos games to be conducted within the following guidelines:

1. Where possible, place players in their correct age group and grade and ensure they are participating in games commensurate with both their football skill and physical development and are able to continue to develop their football ability without undue pressure.
2. Although not in contravention of the Rules of MiniRoos, the following activities are not in the spirit of the game and should be discouraged:
 - Deliberately placing or encouraging players to stand in offside positions
 - Placing players close to goals where by doing so they are prevented from their normal participation in the game
3. Clubs to encourage coaches to follow FFA recommendations and guidelines in relation to player development, team shape and positional play, broadly defined as follows:
 - In 4 x 4 - Under 6 and 7 – No specific playing shape allowing players to move freely around the playing area and to learn by playing.
 - In 7 x 7 - Under 8 and 9 – The 1-3-3 playing shape with a goalkeeper and 2 lines of 3 players with players learning all positions.
 - In 9 x 9 - Under 10 and 11 – The 1-3-2-3 playing shape with a goalkeeper, 3 at the back, 2 midfielders and 3 forwards with players learning all positions.

MR1 MINIROOS FOOTBALL GAMES AND EVENTS

- A. MiniRoos, non-competition games and events will be conducted in the Under 6, Under 7, Under 8, Under 9 and Under 10 age divisions.
- B. Under 11 age divisions will play competition games under the MiniRoos Rules, with special provisions for the borrowing of players and a Finals Series in an agreed format.
- C. Clubs are not permitted to play any players in age divisions younger than the player's eligible age division as prescribed in Rule 4. E. - Registrations

MR2 FIELD OF PLAY

A. Dimensions

The field of play should be rectangular in shape. Sizes for each age group are as follows:-

Under 6 and 7

Length	30m	Width	20m
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Under 8 and 9

Length	40m – 50m	Width	30m – 40m
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Approx. ¼ full size pitch – when converting a full size pitch into MiniRoos fields

Under 10 and 11

Length	60m – 70m	Width	40m – 50m
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Approx. ½ full size pitch – when converting a full size pitch into MiniRoos fields

Note: In the Under 11 age group, the final stage of development in the MiniRoos Formats before players commence 11 x 11 football, it is recommended that where facilities and scheduling allows, Clubs set up the field from penalty box to penalty box and adjust the width of the field with use of markers to meet the maximum specified width.

B. Markings

Soft markers or painted line markings, not witches hats.

C. **Goal Size**

The size of the goal should be:

Under 6 and 7

Minimum 1.50 metres wide x 0.90 metres high
Maximum 2.00 metres wide x 1.00 metres high

Under 8 and 9

Minimum 2.50 metres wide x 2.00 metres high
Maximum 3.00 metres wide x 2.00 metres high

Under 10 and 11

Minimum 4.50 metres wide x 2.00 metres high
Maximum 5.00 metres wide x 2.00 metres high

D. **Goal Type**

Under 6 and 7

It is preferable that portable goals be used where possible. However, the use of pop up goals, poles and markers is also suitable (only as a transitional solution due to cost constraints.)

Under 8 and 9

It is recommended that Clubs use 3m x 2m goals. Should a Club not be able to do this in the first instance, the 5m x 2m goal is the preferred alternative. Otherwise, the use of poles and markers is also suitable (only as a transitional solution due to cost constraints).

E. **Penalty Area**

Under 6 and 7

No penalty area or goal area

Under 8 to Under 11

Rectangular – 5m depth x 12m width

The penalty area can be marked by the use of marked lines, flat or soft markers or cones.

MR3 BALL SIZE

Under 6 to Under 9

Size 3

Under 10 and Under 11

Size 4

MR4 NUMBER OF PLAYERS

Under 6 and Under 7

4 x 4 – no goalkeeper

Maximum of three (3) substitutes who may be rotated during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Under 8 and Under 9

7 x 7 – including goalkeeper

Maximum of four (4) substitutes who may be rotated during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Under 10

9 x 9 – including goalkeeper

Maximum of nine (9) players on the field from each team plus four (4) substitute players who can be interchanged at any time. The coach may make the substitutions at any time but must wait until the substituted player has left the field.

Under 11

9 x 9 – including goalkeeper

Maximum of nine (9) players on the field from each team plus four (4) substitute players who can be interchanged only at a stoppage in play and as permitted by the Instructing Referee but not before the substituted player has left the field.

MR5 GOALKEEPER

Under 6 and Under 7

No goalkeeper.

The Game Leader, coaches and managers should continually discourage children from permanently and/or persistently standing in front of the goal.

Under 8 to Under 9

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet, within six (6) seconds. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

Under 10 to Under 11

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet, within six (6) seconds. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.*

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

****Goalkeeper Progression***

The developmental progression of the game becoming “live” when the goalkeeper places the ball on the ground provides the necessary learning phase for players transitioning to the 11 v 11 format of football.

MR6 DURATION OF THE GAME

Under 6 and Under 7

2 x 15 minutes (half time break 5 minutes)

Under 8 and Under 9

2 x 20 minutes (half time break 5 minutes)

Under 10 and Under 11

2 x 25 minutes (half time break 5 minutes)

MR7 GAME LEADER AND INSTRUCTING REFEREE

Under 6 and Under 7

Game Leader

Under 8 to Under 11

Instructing Referee

A. Game Leader

The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match restarts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. The children are learning the game at this level, be flexible and patient. The game leader can be a Club official, parent, older child or player or young referee and should always be enthusiastic and approachable.

The Game Leader should:

- Encourage all children to have fun and different children to take restarts
- Ensure the correct number of players are on the field
- Discourage players from permanently over-guarding the goal
- Use a “Ready, Set, Go” prompt to encourage quick decisions when restarting play
- Encourage children to dribble or pass ball into play from all restarts rather than a big kick
- Ensure opposing team is back to the halfway line for all goal line restarts
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasise winning or losing
- Encourage children to be involved in all aspects of the game, attacking and defending

- Remember most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. If you decide a deliberate or serious act of handball or foul and misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again
- Let the game flow and give instruction to all players on the run where you can
- Praise and encourage both teams
- Be enthusiastic and approachable
- **Most Importantly – Remember the children are learning the game – be flexible and patient**

B. Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc. Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a Club official, capable parent, older child or player, or an official referee from the Association.

The Instructing Referee should:

- Encourage players to participate and enjoy the game
- Ensure the correct numbers of players are on the field
- Discourage players from permanently standing in blatant offside positions and instruct them to move into onside positions. In the Under 10 and Under 11 age groups children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times
- Let the game flow and give instruction to all players on the run where you can
- Instruct players in the first instance before blowing the whistle where possible
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasise winning or losing
- Be enthusiastic, consistent and approachable

MR8 START OF PLAY AND RESTART AFTER A GOAL

A. Procedure to Start a Game

(a) Under 6 to Under 9

- (i) The 'home' team will take the kick off and the Game Leader or Instructing Referee will decide the direction of play.
- (ii) The kick off and direction of play will be reversed at half time.

(b) Under 10 and Under 11

- (i) The Instructing Referee will toss a coin, or similar action, and the 'home' team will call the toss.
- (ii) The winner of the toss will nominate the direction of play to start the game and the loser of the toss will kick off.
- (iii) The kick off and direction of play will be reversed at half time.

B. Procedure to be Followed for Kickoffs

- (a) For all starts and restarts of play at the commencement of a game, after half time and after a goal is scored, all players must be in their own half of the field. Kickoffs will be taken from the centre of the field.
- (b) The team taking the kick off shall kick the ball forward. In Under 6 and Under 7 the player taking the kick off may kick the ball more than once.
- (c) All members of the opposing team must be at least 5 metres from the ball until the ball is kicked to start or restart the game.
- (d) For a goal to be scored directly from a kick off the ball must touch another player before entering the goal or a goal kick will be awarded.

MR9 BALL OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the game leader or instructing referee.

MR10 BALL CROSSING THE TOUCH LINE

Under 6 and Under 7

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be a least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored. The player taking the kick in may kick the ball more than once before it is played by another player.

Under 8 to Under 11

Throw In – Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over the head. The thrower must not touch the ball again until it has touched another player. Opponents must be a least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in. A player taking a throw in may not kick the ball until it has been played by an opponent or team mate.

MR11 BALL CROSSING THE GOAL LINE AFTER TOUCHING THE DEFENDING TEAM LAST

Under 6 and Under 7

There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored. The player kicking the ball into play may kick the ball more than once before it is played by another player.

Under 8 to Under 11

Corner Kick – A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be a least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

A player taking a corner kick is not permitted to kick the ball a second time until the ball touches a team mate or an opponent.

MR12 BALL CROSSING THE GOAL LINE AFTER TOUCHING THE ATTACKING TEAM LAST

Under 6 and Under 7

Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored. The player kicking or dribbling the ball out is permitted to kick the ball more than once before it is played by another player.

Under 8 and Under 9

Goal kicks to be taken from anywhere within the penalty area. Opponents must retreat to the half way line and can move once the ball is in play. The ball is in play once it is kicked directly out of the penalty area. The ball must contact a team mate or an opponent before the kicker may kick the ball a second time.

Under 10 and Under 11

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area. The ball must contact a team mate or an opponent before the kicker may kick the ball a second time.

MR13 METHOD OF SCORING

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, the goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

MR14 OFFSIDE

Under 6 to Under 10

No offside

Under 11

Offside Rule is applicable and is to be enforced for Under 11 competition games.

Note: In the Under 8 to Under 10 age groups, team coaches and managers should strongly discourage children from permanently and/or persistently standing in blatant offside positions. In the Under 10 age groups, children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times.

Instructing Referees should direct players permanently and/or persistently standing in blatant offside positions to move into onside positions.

MR15 FOULS AND MISCONDUCT

A. Fouls and Misconduct Are:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball
- Making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

B. Indirect Free Kicks and Penalties

(i) Indirect Free Kicks are awarded for all acts of deliberate handball or fouls or misconduct.

- The kick shall be taken from the spot where the breach occurred and defending players must remain at least 5 metres from the ball until the kick is taken
- If the breach occurs close to either goal line, the kick shall be taken 8 metres from that goal line on a line parallel to the sideline with all opposing players at least 5 metres away
- From an Indirect Free Kick a goal can only be scored if the ball is played by or touches another player, team mate or opposition, before it enters the goal

(ii) Penalty Kicks may be awarded in Under 8 to Under 11 only for deliberate or serious acts of handball, fouls or misconduct in the penalty area.

The penalty kick is taken from a spot 8 metres from the centre of the goal with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark until the kick is taken.

C. Free Kicks for Age Divisions

(i) Under 6 and Under 7

All free kicks are Indirect Free Kicks. There are no penalty kicks in these age divisions.

Note: Most acts of handball or fouls at this level are caused by a lack of co-ordination, with no real intent to infringe. In this case the Game Leader should, if possible, give the advantage to the attacking team and allow play to continue.

If the offence is considered to be clearly deliberate the play should be stopped, the offence explained to the player, and an Indirect Free Kick awarded to the opposition team.

(ii) Under 8 to Under 11

Indirect Free Kicks are awarded for all instances of deliberate handball and fouls or misconduct unless the offence occurs within the penalty area.

If there is a clear advantage to the non-offending team, play may be allowed to continue with the offending player warned of the breach “on the run”.

For offences by or against a goalkeeper as covered by Rule MR5, an Indirect Free Kick shall be awarded against the offending player or team.

Penalty Kicks may be awarded for offences committed inside the penalty area and taken in accordance with Rule MR15. B. (ii)

MR16 BORROWING OF PLAYERS

In order to provide a full team for a game, players can be borrowed from other teams in accordance with the following guidelines. Only under special circumstances should a listed player in a team be replaced by a borrowed player.

A. Borrowing into Under 6 to Under 11 Teams

- (a) Players in Under 6, 7, 8, 9 and 10 years MiniRoos may be borrowed into any other side within their age group at any time. Coaches should not borrow players who are obviously of too high an ability for the grade into which they are being borrowed. This is to ensure some equity is retained.
- (b) Players in Under 6, 7, 8 and 9 years MiniRoos may be borrowed into a higher age group but cannot go up more than two (2) years in age as given by the age they turn in that year. They may be borrowed into any grade, except Under 9 players. Under 9 players may be borrowed into any Under 10 side but they are only allowed to go down one (1) grade when being borrowed into an Under 11 side. i.e. 9B to 11C, 9C to 11D etc., excepting, 9A may only play in 11A, but can be borrowed into any Under 10 grade. No more than **TWO (2)** Under 9 players who have gone up to the Under 11 age group and down a grade may participate in a match.

- (c) Players in Under 11 MiniRoos may be borrowed into a higher grade in their same age group at any time. Players may only be borrowed a maximum of **three (3) times** by any higher graded side in the season after which an application may be made to the EC for the player to be transferred into that side. They may not be borrowed a fourth time.
- (d) Where a Club has two or more teams in the same grade, in Under 11s only, **two (2)** players may be borrowed from the other side in that grade for any match. A player may only be borrowed in this fashion **three (3) times** in the season. They may not be borrowed a fourth time.
- (e) Players in Under 10 and 11 years MiniRoos may be borrowed into a higher age group but cannot go up more than two (2) years in age as given by the age they turn in that year. They may be borrowed into any grade higher than the grade they are playing or into one (1) grade lower than the grade they play, except 10A and 11A. i.e. 10B into 11C; D into E. Players may only be borrowed to the same team **three times** in total during the season. MiniRoos players cannot be transferred into Under 12 and Under 13 teams at any time in the season. No more than **TWO (2)** players who have gone up an age group and down a grade may participate in any one game.
- (f) Players in 9A may be borrowed into any Under 10 grade but may only be borrowed into 11A sides.
- (g) Players in 10A may only be borrowed into 11A and 12A sides. Players in 11A may only be borrowed into 12A and 13A sides.
- (h) All borrowed players must be recorded onto the match sheet with the age and grade noted.
- (i) The maximum number of players any team can borrow for a match is **four (4)**.
- (j) Breaches of the Borrowing Rules will result in the match being declared **LOST BY FORFEIT**.

MR17 MATCH SHEETS

- A. A match sheet is required to be completed for all matches in Under 6 to Under 11 games.
- B. Match sheets shall be made available by the Clubs allocated responsibility for the ground by the Association for all games drawn to the ground.
- C.
 - (i) Both teams must show on the Match Sheet the given name (or initial) and the full surname (family name) for every player participating in the game or competition match.
 - (ii) The I.D. number for all Under 10 and Under 11 players must be shown in the appropriate space on the Match Sheet.

- (iii) Any borrowed player shall have shown alongside their name, the age division and grade of their registered team.
- D. The given name (or initial) and full surname (family name) of the persons coaching and managing the team for the game must be printed on the Match Sheet before the game commences.
- E. On completion of the game the coach or manager for both teams must sign the sheet to verify the score.

If there is disagreement regarding the score an appropriate notation should be made on the back of the sheet and signed by the coach or manager.

MR18 NUMBER OF PLAYERS PER GAME FOR UNDER 11

A team participating in an Under 11 Competition Game must have a minimum of six (6) eligible players on the field for the entire game otherwise that team shall forfeit the match.

The eligible players may include up to four (4) players borrowed in accordance with Rule MR16.A. (i)

MR19 IDENTIFICATION CARDS

- A. All players in Under 10 and Under 11 Divisions must have and present for inspection I.D. cards showing the players team and grade for the current year.
- B.
 - (a) A player is not permitted to play in an Under 11 competition match if not in possession of their current I.D. card.
 - (b) For Under 11 competition matches, the I.D. cards of all players participating in the match must be shown to the Manager of the opposition team.

MiniRoos Football Games Formats

A quick view of the format of MiniRoos games is seen below.

Playing Format	Under 6 & 7	Under 8 & 9	Under 10 & 11
Numbers	4 v 4	7 v 7	9 v 9
Field Size	30m x 20m	40m x 30m	60m x 40m
Field Markings	Markers or painted line markings	Markers or painted line markings	Markers or painted line markings
Penalty Area	Nil	5m long by 12m wide	5m long by 12m wide
Goal Size	Min: 1.5m x 0.90m Max 2m x 1m	Min: 2.5m x 2m Max 3m x 2m	Min: 4.5m x 2m Max 5m x 2m
Goal Type	Markers, poles, Goals	Markers, poles, Goals	Goal Posts
Ball Size	Size 3	Size 3	Size 4
Goalkeeper	No	Yes	Yes
Recommended Playing Time	2 x 15 minutes	2 x 20 minutes	2 x 25 minutes
Half Time Break	5 minutes	5 minutes	5 minutes
Referee	Game Leader	Instructing Referee	Instructing Referee
Competition	No	No	No for Under 10 Yes for Under 11

APPENDIX 'A'

GROUND	LOCATION	TELEPHONE
ANZAC OVAL	ANZAC AVENUE, ENGADINE	9520 – 2386
BILLA ROAD	BILLA ROAD, BANGOR	9543 - 8432
BOX ROAD	BOX ROAD, SYLVANIA HEIGHTS	9522 – 4087
BOYS TOWN	WARATAH ROAD, ENGADINE	9545 – 5576
BUCKLE	BARNES CRES. (off Hall Dr.) MENAI	9543 – 2587
BUNDEENA	BUNDEENA DRIVE, BUNDEENA (opp Fire Station)	0422 490 743
CANBERRA ROAD	CANBERRA ROAD, SYLVANIA	9522 – 0800
CAROL AVENUE	CAROL AVENUE, JANNALI	
CASUARINA	CASUARINA DRIVE, ALFORDS POINT	9543 – 2587
COACHWOOD DRIVE	COACHWOOD DRIVE, ALFORDS POINT	
DOBELL ROAD	DOBELL ROAD, ENGADINE	9520 – 6956
FOREST ROAD	FOREST ROAD, KIRRAWEE	9521 – 1233
GRAYS POINT	ANGLE ROAD, GRAYS POINT	9524 – 5729
GLENN McGRATH	OFF WILLARONG ROAD, CARINGBAH	9542 – 7216
GYMEA BAY	CNR.AVENAL & GYMEA BAY RDS, GYMEA	9525 – 1516
HARRIE DENING F.C.	BATES DRIVE, KAREELA	9542 – 3577
HEATHCOTE	WILSON PARADE, HEATHCOTE	9520 – 3918
JANNALI	SUTHERLAND ROAD, JANNALI	9528 – 3519
KAREELA	PRINCES HIGHWAY, KIRRAWEE	9521 – 8780
KINGSWOOD ROAD	KINGSWOOD ROAD, ENGADINE	9548 – 1159
LAKESWOOD CITY	COOLIDGE CRESCENT, BONNET BAY	9528 – 2838
LILLI PILLI	PORT HACKING ROAD, LILLI PILLI	9526 – 1958
LOFTUS	PRINCES HIGHWAY, LOFTUS	9521 – 8528
NORTH CARINGBAH	DIANELLA STREET, CARINGBAH	9524 – 4914
OYSTER BAY	OYSTER BAY ROAD, OYSTER BAY	9528 – 4949
PORT HACKING HIGH	WANDELLA ROAD, MIRANDA	
PRINCE EDWARD PARK	PRINCE EDWARD PK ROAD, WORONORA	
PRESTON PARK	ENGADINE AVENUE, ENGADINE	9520 – 5610
SEYMOUR SHAW 1	THE BOULEVARDE, MIRANDA	
SEYMOUR SHAW 2, 3, 4	CENTRAL ROAD, MIRANDA	9524 – 3907
SOLANDER	CAPTAIN COOK DRIVE, WOOLLOOWARE	9523 – 9447
SUTHERLAND	GRAND PARADE, SUTHERLAND	9521 – 1681
THE RIDGE 1 & 2	OFF NEW ILLAWARRA RD. BARDEN RIDGE	0404 159 677
THE RIDGE 3, 4, 5, 9	OFF NEW ILLAWARRA RD. BARDEN RIDGE	0478 108 356
WARATAH PARK	RAWSON AVENUE, SUTHERLAND	9521 – 6694
WOOLLOOWARE	CNR. KINGSWAY & WOOLLOOWARE RD, W'WARE	9523 – 8172
WOOLLOOWARE HIGH	WOOLLOOWARE ROAD NTH, WOOLLOOWARE	
WORONORA HEIGHTS	WILLAROO AVENUE, WORONORA HTS	9545 – 5576
5 SPORTS CARINGBAH	ENDEAVOUR HIGH SCHOOL THE BOULEVARDE, CARINGBAH	9540 – 6555